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» Real-time operating system - Wikipedia, the free encyclopedia

en.wikipedia.org/wiki/Real-time\_operating\_system - Cached

Key factors in a **real-time** OS are minimal **interrupt** latency and minimal ... **real-time** tasks share computing resources with many **non-real-time** tasks, ... Such mechanisms involve system calls, and usually invoke the OS's **dispatcher** code on exit, ... **queues** work to be done at a lower priority level, such as unblocking a **driver** ...

Method and apparatus for performing real-time commands in a non ...

www.patsnap.com/patents/view/US20050060706.html - Cached

The method as claimed in claim 1, wherein said **non real time** operating system .... 2, the device **driver** 5 comprises a **command dispatcher** 4, a command **queue** 6, ... [0045] While in the preferred embodiment an **interrupt** is understood to be ...

[PDF] A Survey of Real-time Operating Systems

www.ece.stevens-tech.edu/~ymeng/course/cpe555/papers/rtos\_paper.pdf  
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**Real-time** applications have the requirement to meet task deadlines in .... **Interrupt dispatch** latency: This is the time to go from the last instruction in the **interrupt** .... **command** schedules a process based on time or an event; **SIGNAL** and .... systems to help isolate **real-time** activities from **non-real-time** activities of the operating ...

Method and apparatus for performing real-time commands in a non ...

www.freepatentsonline.com/y2005/0060706.html - Cached

Mar 17, 2005 -- Software and hardware **interrupts** can cause the operating system to give ... The **command dispatcher** 4 orders the received commands in a **queue** 6 and .... Usually, in a **non-real time** operating system, the device **driver** is ...

VxWorks - Device Driver Development

[studios.ec.upn.edu/doctorat/ENGRAP/vxWorks-device-drivers.htm](http://studios.ec.upn.edu/doctorat/ENGRAP/vxWorks-device-drivers.htm) - Cached

Operating systems can be categorized into **real-time** and **non-real-time** systems. ... to as the **dispatcher**, has a significant impact on the responsiveness of the OS. ... Multiple tasks can wait on a single message **queue** and can be ordered by their ... Many real world **drivers** just have an **interrupt** handler and interact with user ...

[PDF] Real-Time Handling of GPU Interrupts in LITMUS

[www.cs.unc.edu/~anderson/papers/rtss11d.pdf](http://www.cs.unc.edu/~anderson/papers/rtss11d.pdf)

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have **non-real-time**, throughput-oriented, closed-source device **drivers** into an actual **real-time** operating sys- tem [12] on a multiprocessor platform. The non- real ...

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the **driver** uses thread-based or **interrupt**-based processing. ... concurrent **non- real-time** computation and by using a **real-time** OS ..... the worst-case thread **dispatch** latency for a thread waiting on ... Because ordinary DPCs **queue** in FIFO order, DPC latency ... **drivers** have simple **command** line control applications and use ...

FAQs - Xenomai

[www.xenomai.org/index.php/FAQs](http://www.xenomai.org/index.php/FAQs) - Cached

Jan 14, 2011 -- Adeos implements an **interrupt** pipeline at its core to **dispatch** events in a .... you may modify the **non real-time driver** which shares an IRQ with a ...

[PDF] Sun Java Real-Time System 2.0: A Deep Dive + Some Random Stuff

[java.sun.com/javase/technologies/realtime/pdf/bolletta\\_deepdiverts.pdf](http://java.sun.com/javase/technologies/realtime/pdf/bolletta_deepdiverts.pdf)

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Priorities / **Dispatcher** semantics. • Processor

Affinity / **Interrupt** Handler Management. •

waitForNextPeriod() ... >Enhanced predictability with additional Cyclic **driver**. • Predictability via ...

Throughput. Data Transfer **Queues** ... Preserves performance for **non real-time** logic ... Java RTS has a **command**-line option to output an ...

[PDF] Real-Time Linux

[www.geocities.com/html/RealTimeLinux/RealTimeLinuxReport-2.0.0.pdf](http://www.geocities.com/html/RealTimeLinux/RealTimeLinuxReport-2.0.0.pdf)

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report cannot capture every possible detail and facet of the **real-time** Linux computing world, ..... B.2 **Real-Time Linux Support** Organizations ..... that only handles **interrupt dispatching**. ... **Non Real Time** ... and unloaded into the kernel space by user-space **commands** ..... such as **queues**, semaphores or memory regions. ...

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